

[24/06/06][18:36:42] -

Title: On Alarin

Author: Isilmea

Of Alarin:

I will tell you this; you cannot win because he does not care. Play the 'game of minds' with him, and you will lose...because he does not truly play. If you play, you will eventually trip, and you will eventually fall, even if you should seem to 'beat' him time and time again. Defeat him, and he simply continues on, unmarred. Crush him, and he simply picks himself right back up again and continues untouched. There is no playing against Alarin and winning, because if you 'play the game', he will simply wait for you to trip, and then to fall...and when you do, not if...-when-...he will have you. He has no care, operates no rules and, most of all, and is wholly devoid of anything that anyone short of the gods could hope to discern or manipulate. When you think you've won, you have lost. When you believe yourself to have his will dominated, his personage enslaved to you...you will then know that -you- truly serve -him-, and that you simply do not know it yet

To defeat him:

Give him nothing to play with...and you will have -broadly-.... Not actually,

mind you...affected him.
Fail to follow up on this
with something cannier
than him, and he'll get
seriously annoyed.

If he knows that he can
attack something that is
important to...well, just
about anyone... When he
finds that he's got an
army and no one that
means anything to anyone
to crush with it, he'll
probably obliterate his
own army and find
something more amusing
to do. Let him raise the
undead. Let him build a
whole bloody army. Just
clear out as many cities
and places you care about
and hide their occupants
well. The best way to
beat Alarin in that
capacity would be to
make it UN-amusing. He
does nothing if he doesn't
care to. Undo that
which he seeks to
accomplish, and be -very-
wary.